

3-D REELS AND 3-D WHEELS IN A GAMING MACHINE

ABSTRACT OF THE DISCLOSURE

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A disclosed gaming machine provides method and apparatus for presenting a plurality of game outcome presentations derived from one or more virtual 3-D gaming environments stored on the gaming machine. While a game of chance is being played on the gaming machine, two-dimensional images derived from a 3-D object in the 3-D gaming environment may be rendered to a display screen on the gaming machine in real-time as part of a game outcome presentation. Apparatus and methods are described for generating and displaying a sequence of symbols from a virtual reel strip in the 3-D gaming environment. In particular, the sequence of symbols may be mapped to one or more to flat reels, rounded reels or sequences of moving objects in the 3-D gaming environment. The flat reels, round reels or sequences of moving objects may be moved in the 3-D gaming environment through a motion that allow the sequence of symbols from the virtual reel strip to displayed as part of game outcome presentation for a game of chance played on the gaming machine.

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